

# OSDHack '23 Instructions

## Theme ✨

The theme for the hackathon is **Back to the Future**. 🚀

You have to create a project based on your interpretation of the "Back to the Future" theme. Given that it is a retro film and the term "future" appears in the title, you can either go classic or futuristic. Depends on you and how you use your interpretation of the theme to support your project.

## Register 🧑

Students can register at <https://hack.ossdevs.com>. Also encouraged to join our discord where we'll be sharing all updates: <https://discord.io/OSDC>.

## General Instructions 🤖

- **Students are to be present offline in the college labs assigned to their teams throughout the hackathon's hacking period i.e. 9 am - 7 pm IST on 22nd and 23rd of April.**
- Students are expected to be familiar with using git and GitHub for version control. Teams are encouraged to commit regularly as they work on the project. Any last-minute commits with uploading the entire project in one go will be seen in a negative light. This is to reduce chances of projects being copied.
- Students are *required* to have fun.

# Evaluation Criteria

Some of the factors we'll be using to judge the projects are:

- The use of git/GitHub // version control.
- Creativity
- Idea Relevance
- How novel the idea is and how well it's been implemented.
- We encourage stepping outside of your comfort zone and exploring, primarily why we value projects which are farther from what has been included in the college curriculum.
- The project should be presentable and easily accessible for new users. A good README with a brief introduction and instructions on how to setup the project, screenshots, etc go a long way.

For the students of 2nd Year enrolled in the B.Tech (CSE&IT) branch it is mandatory to participate in OSDHack'23 as a part of their TA Evaluation of 10 out of 25 Marks in the CSE/IT course they are registered in. The Mid-Evaluations 1 and 2 will be done by JIIT faculty and will factor into the TA marks distribution based on the following criteria:

- **Mid-Evaluation 1:** The evaluation will be based upon several parameters i.e. Idea Feasibility & Utility along with it's Importance & Relevance for the user.
- **Mid-Evaluation 2:** The evaluation will be based upon percentage of completion of the project along with plagiarism check.
- **Final-Evaluation:** To be done by OSDC Core-Team to decide winners of the hackathon.

## Prizes

Category	Prize
First Place	12,000 INR
Second Place	9,000 INR
Third Place	6,000 INR
Education Track Winner	2,000 INR
All-Girls Track Winner	2,000 INR
Freshers-Only Track Winner	2,000 INR
OSDCTF	1,500 INR Pool Prize
Mysterious Second Mini-Event	1,500 INR Pool Prize

## Mini-Events

### 1. OSDCTF '23

OSDC's annual Capture-the-Flag event, solve fun cybersecurity challenges.

### 2. A Mysterious Second Mini-Event

It is very mysterious and very much under-the-wraps right now.

# Timeline

- **Tuesday, 14 April 2023:**
  - **12:00 PM** Registration Starts
- **Friday, 21 April 2023:**
  - **5:00 to 7:00 PM** Opening Ceremony (**Attendance Mandatory**) + Speaker Session
  - **9:00 PM** Hacking Period Starts
- **Saturday, 22 April 2023: (Participants need to be present 9 am - 7 pm)**
  - **1:00 PM** CTF Starts
  - **3:00 PM** Mid-Evaluation 1
- **Sunday, 23 April 2023: (Participants need to be present 9 am - 7 pm)**
  - **11:00 AM** Mid-Evaluation 2
  - **3:00 PM** CTF Ends
  - **7:00 PM** Mini-Event Starts
  - **9:00 PM** Hacking Period Ends
  - **10:00 PM** Mini-Event Ends
  - **11:00 PM** Project Submission Deadline
- **Monday, 24 April 2023:**
  - **9:00 AM** Top-10 Teams Announcement
  - **5:00 PM** Top-10 Teams Project Demo & Presentation
  - **9:00 PM** Winners Announcement

## More Rules

1. Only students that are not part of IIIT are allowed to participate in the Online mode.
2. The participants should register before 12:00pm on 21st of April 2023.
3. Participants may bring their laptops and other necessary equipment. However access to laboratory computers and unrestricted internet via RJ45 cables will be provided by the organizers. **(NOTE:** MacBook users need to bring their own port extenders to access internet via RJ45 cables).
4. Each team should consist of at least 4 and at most 6 members.
5. Participants are not allowed to make teams with members from outside the Institute. However IIIT-62 and IIIT-128 participants can make teams together.
6. There is no restriction on the type of project you come up with, or the languages/tools you use. It can be anything from a web app to a device driver (as long as it is not a hardware project).
7. All code and assets must be created and committed within the time constrictions of the Hackathon. Late commits may not be considered, so avoid any last minute Red Bull rushes.
8. Reusing or incorporating existing open source code or copyright free assets to create your magic (because that's what someone else's code seems like) is allowed, provided that they are appropriately attributed and their license agreements are followed.
9. Your project or the same underlying idea behind the project has not been knowingly submitted by you in any other hackathon/event before.
10. All code written must be compatible with an Open-Source license and should be public.
11. Git should be the primary version control system.
12. Any kind of misbehavior or violation of the rules can lead to disqualification from the competition.
13. The Organizing Team's decision on conflicts, results, prizes or any other dispute would be made in all fairness and stands final.

## FAQs 🤔

### **Wait, but what is a hackathon?**

It's an event where people participate in teams to build a project or a functional prototype within the given time limit. The goal is to foster creativity, innovation, and teamwork in a fast-paced, competitive environment. Think of it as building a real-world project in a limited time with a team.

### **Can participants use the equipment provided by the organizers in the offline hackathon?**

No, participants must bring their own laptops and other necessary equipment. Internet connection will be provided by the organizers via RJ-45 cables. NOTE: MacBook users need to bring their own port-extenders.

### **Can participants make teams with members from outside the college in the offline hackathon?**

No, participants are not allowed to make teams with members from outside the college. However IIIT-62 and IIIT-128 participants can make teams together.

### **How many members can be in a team in the offline hackathon?**

Each team should consist of at least 4 and at most 6 members. Pro Tip: Aim to have a mix of people with both design and developer skills.

### **What if I don't have a team or an idea?**

Don't worry, most people don't! We'll have team formation and ideation events geared towards helping you find people to work with. It's perfectly normal to go around to people, tell them you're looking for a team, and ask if you can help out. You can also show yourself off at the [#looking-for-teammates](#) channel in our discord server.

## Further Support and Other FAQs !?

Visit <https://hack.ossdevs.com> for FAQs, you can also reach out to OSDC on our socials and we'll be more than willing to help you out!

## Socials

Instagram - <https://www.instagram.com/osdcjiit/>

Discord - <https://discord.io/OSDC>

Telegram - <https://t.me/jiitosdc>